

ABSTRACT

To provide a device capable of providing input force by striking to an object while providing object movement that is not based on a mechanical structure.

Image signals from a data processing board 15 are supplied to a display 9. An image that is to be struck or another essential image is thus displayed on the display 9. The player uses an input device 2 in the form of a hammer to strike the object displayed on the display 9. An operating signal Ss is thus output from a vibration switch 22 in the input device 2. The operating signal Ss is supplied to the data processing board 15. Based on the operating signal Ss, the entire image on the display 9 is brightened for the prescribed time by the data processing board 15. At this time, the photodetector signals detected by a photodetector substrate 23 in the input device 2 are supplied to the processing board 15. Based on the photodetector signal, the processing board 15 specifies the position where the input device 2 has struck the display 9, and determines the impact between the struck object and the input device 2.

SECRET